

# ADDITION BUMP

Roll (2) die and find the sum. Place your counter on the sum. If another player's cube is on that number, BUMP it off! If your cube is on that number, link the counters together and FREEZE that number. The winner is the player that uses all his/her counters first!



# ADDITION BUMP

Roll (3) die and find the sum. Place your counter on the sum. If another player's cube is on that number, BUMP it off! If your cube is on that number, link the counters together and FREEZE that number. The winner is the player that uses all his/her counters first!

